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HEATH JEFFERSON

Guide to the Sabbat Crossroad Press
The Vampire the Masquerade Clan Novel Saga is a thirteen-volume masterpiece, presenting the war between the established Camarilla leadership and the growing power of the brutal Sabbat on the East Coast of the United States. Each novel is told from the perspective of one of the thirteen clans, intertwining with the others, and filling in missing pieces artfully as we follow battle after battle, intrigue after intrigue—and the appearance of a strange artifact that falls into the hands of a solitary Toreador sculptor. Clan Novel Toreador is the first in this series. Among

the thirteen clans of the Kindred—vampires who secretly manipulate human events—the Toreador are dismissed as hedonists. They accept this as the price of preserving that which is beautiful...particularly themselves. Yet not all Toreador are so easily ignored. the cunning Victoria Ash makes Atlanta's most famous art museum her venue for plots that could win her control of the city. And though the sculptor Leopold desires only solitude to perfect his art, he is forced to enter the dangerous world of his kin to discover the truth of his past—with consequences that will change Kindred society forever.

Malkavian White Wolf Games Studio
Horribly ugly and relegated to the sewers and darkness by their beautiful

brethren, these undead have created an entire world beneath the domain of mortals.

Clanbook, Nosferatu White Wolf Games Studio

Each novel in this series features a member of one of the 13 vampire clans. "Clan Novel: Gangrel" reveals the underbelly of the Camarilla through Ramona--a neonate member who must face a terrible power.

Dark Ages Clan Novel Ventrue - Book 12 of the Dark Ages Clan Novel Saga
White Wolf Games Studio

The Dark Ages Clan Novel Saga is a 13-volume series of novels set in the world of Dark Ages: Vampire, released by White Wolf from 2002 to the end of 2004. The series begins with Dark Ages Clan Novel 1:

Nosferatu and ends with Dark Ages Clan Novel 13: Tzimisce. Inspired by the original modern-day Clan Novel Saga for Vampire: The Masquerade, this series begins with the end of the original Vampire: The Dark Ages era and continued into the time-frame of Dark Ages: Vampire. The 13 novels are written from the POV of one clan each during the turbulence that swept through the mortal and Cainite societies of Europe following the fall of Constantinople in the Fourth Crusade. These novels, unlike the original Clan Novel Series, are chronological, happening one after the other rather than overlapping. Dark Ages Clan Novel #11 Tremere: Witchcraft Most Foul Jervais, spy and ambassador for the Tremere magi of Ceoris, faces his greatest challenge in the wilds of the north. He has recklessly offered his aid to the Ventrue Jurgen the Swordbearer in the Livonian crusade, only to come face-to-face with an ancient blood wizard. And all the while, his rivals among the Tremere scheme to profit from his misfortune.

Clanbook: Gangrel Dark Ages Clan Novel Saga

What are we? The Damned childer of caine? The grotesque lords of humanity?

The pitiful wretches of eternal hell? We are vampires, and that is enough. I am a vampire, and that is far more than enough. I am that which must be feared, worshipped and adored. The world is mine -- now and forever. No one holds command over me. No man. No god. No prince. What is a claim of age for ones who are immortal? What is a claim of power for ones who defy death? Call your damnable hunt. We shall see whom I drag screaming to hell with me. Secret rules and powers for this hidden sect.

Dark Ages Clan Novel Lasombra - Book 5 of the Dark Ages Clan Novel Saga
Crossroad Press

The Dark Ages Clan Novel Saga is a 13-volume series of novels set in the world of Dark Ages: Vampire, released by White Wolf from 2002 to the end of 2004. The series begins with Dark Ages Clan Novel 1: Nosferatu and ends with Dark Ages Clan Novel 13: Tzimisce. Inspired by the original modern-day Clan Novel Saga for Vampire: The Masquerade, this series begins with the end of the original Vampire: The Dark Ages era and continued into the time-frame of Dark Ages: Vampire. The 13 novels are written from the POV of one

clan each during the turbulence that swept through the mortal and Cainite societies of Europe following the fall of Constantinople in the Fourth Crusade. These novels, unlike the original Clan Novel Series, are chronological, happening one after the other rather than overlapping. Dark Ages Clan Novel #8 Brujah A City of Blood Paris, capital of the kingdom of France by day and seat of the vampiric grand court by night. But years of strife—from the arrival of doomsaying prophets to the battles of the Inquisition—have left the city teetering on the edge of the chaos. For Veronique d'Orleans, Brujah diplomat, the arrival of an ambassador from the Courts of Love—rivals to Paris's Prince Alexander—could be an opportunity to heal old wounds or to extract long-delayed justice. Can she manipulate the various hatreds and rivalries that swirl around the prince and his new guest? Or will she be destroyed by them, as so many others have been?

Clan Novel Giovanni Crossroad Press
The Vampire the Masquerade Clan Novel Saga is a thirteen-volume masterpiece, presenting the war between the established Camarilla leadership and the

growing power of the brutal Sabbat on the East Coast of the United States. Each novel is told from the perspective of one of the thirteen clans, intertwining with the others, and filling in missing pieces artfully as we follow battle after battle, intrigue after intrigue—and the appearance of a strange artifact that falls into the hands of a solitary Toreador sculptor. Clan Novel Tremere is the twelfth novel in the series. Magic, manipulation, murder. With one foot firmly planted in the mythic and the other rooted in the unforgiving streets of New York City, Aisling Sturbridge, Regent of the besieged Chantry of the Five Boroughs, serves as leader, teacher, and guardian to the novices entrusted to her care. But if holding the front line against the Sabbat were not challenge enough, Sturbridge must struggle to unravel a murder in the very heart of her chantry; to upstage the manipulation of rival Tremere powerbrokers and to survive the escalating (and unwelcome) attention from the motherhouse in Vienna. All of these struggles, however, may prove to be in vain. If Sturbridge cannot find some answer to her own silent accusers—the faces of the Children down the Well. This

series is a monumental 13 novel exploration of the forbidden world of the Kindred. What began in Clan Novel: Toreador continues here, and its ending will determine the fate of every human—and inhuman—being in the world. [Clan Novel Tzimisce](#) Crossroad Press What are we? The Damned childer of caine? The grotesque lords of humanity? The pitiful wretches of eternal hell? We are vampires, and that is enough. I am a vampire, and that is far more than enough. I am that which must be feared, worshipped and adored. The world is mine -- now and forever. No one holds command over me. No man. No god. No prince. What is a claim of age for ones who are immortal? What is a claim of power for ones who defy death? Call your damnable hunt. We shall see whom I drag screaming to hell with me. The Guide to the Sabbat examines the Sabbat exhaustively from the antitribu, or "anti-clans," that populate its ranks, to the terrifying Disciplines they use, to their methods of waging war on the Camarilla and Antediluvians alike. This book also explores the Sabbat's progress in its war effort, chronicling the Cainites' inexorable

spread across the East Coast and back to their usurped territories in the Old World. [Clan Novel Setite](#) Ubisoft Anatole, holy madman among vampires, has come to Paris to preach the word of God to the Damned. But he is not alone--the fanatics of the Cainite Heresy have descended on the city and claim that Caine himself walks among them. A battle ensues for the hearts and souls of the vampires displaced from Constantinople earlier in the brink of religious warfare, Anatole faces not only his fellow vampires, but the fires of the Inquisition. [Dark Ages Clan Novel Malkavian - Book 7 of the Dark Ages Clan Novel Saga](#) White Wolf Publishing Masters of deception and intrigue, the Lasombra consider themselves the leaders of the Sabbat. No other Kindred so fully embrace what it means to be a vampire. [Tzimisce](#) Crossroad Press Welcome to Montreal, City of Black Miracles and unhallowed shrine of our most glorious Sabbat. The first "by Night", Sabbat and Black Dog book. For adults only. *Dark Ages Clan Novel Tzimisce - Book 13 of the Dark Ages Clan Novel Saga* White

Wolf Pub

Bury Yourself in This Foul Book... The final Clanbook is reserved for the Giovanni, who are final in so many things. Baptized in blood and treachery, this sinister clan of incestuous necromancers worms its way through the Jihad while feigning noninvolvement. Whether gutting companies or animating corpses, the Giovanni is a power to be reckoned with. It's an Offer You Can't Refuse! Clanbook: Giovanni provides players and Storytellers with all the pertinent details of this clan, from its bloody history to its shadowy ultimate goals, from its connections in the Mafia to its powers over the world of the dead.

Guide to the Camarilla Crossroad Press The Dark Ages Clan Novel Saga is a 13-volume series of novels set in the world of Dark Ages: Vampire, released by White Wolf from 2002 to the end of 2004. The series begins with Dark Ages Clan Novel 1: Nosferatu and ends with Dark Ages Clan Novel 13: Tzimisce. Inspired by the original modern-day Clan Novel Saga for Vampire: The Masquerade, this series begins with the end of the original Vampire: The Dark Ages era and continued into the timeframe

of Dark Ages: Vampire. The 13 novels are written from the POV of one clan each during the turbulence that swept through the mortal and Cainite societies of Europe following the fall of Constantinople in the Fourth Crusade. These novels, unlike the original Clan Novel Series, are chronological, happening one after the other rather than interlapping. Dark Ages Clan Novel #13 Tzimisce: The End of an Epic It has all led to this. Myca Vykos, schemer of Clan Tzimisce, is thrust into the War of Princes as elders of his clan and the whole of the Cainite Heresy come calling. The Nosferatu Malachite, still seeking to restore Constantinople, is at Vykos's side, but can the fiend be trusted to restore the dream of a vampiric utopia? Or does Vykos have debts of his own to pay?

Dirty Secrets of the Black Hand White Wolf Games Studio

What are we? The Damned childer of caine? The grotesque lords of humanity? The pitiful wretches of eternal hell? We are vampires, and that is enough. I am a vampire, and that is far more than enough. I am that which must be feared, worshipped and adored. The world is mine

-- now and forever. No one holds command over me. No man. No god. No prince. What is a claim of age for ones who are immortal? What is a claim of power for ones who defy death? Call your damnable hunt. We shall see whom I drag screaming to hell with me. Clanbooks contain vital character information for players and Storytellers.

Tom Clancy's Ghost Recon Wildlands: Dark Waters White Wolf Games Studio

After the fate of the Camarilla and the Sabbat of the United States has been decided. After the powers behind the young Toreador Leopold are revealed. After the fate of every Kindred in the World of Darkness has been altered by the Clan Novel series, comes this anthology of all-new stories. Written by the same authors who delivered the action of the Clan Novels, this anthology presents further tales of the characters you have come to know so well. This collection of 13 original stories builds upon the success of the popular 13-book Clan Novel series. The Clan Novels have been very successful and readers have clamored for more tales about their heroes (and villains!). This anthology reveals even more secrets

about the Kindred of the World of Darkness.

Dark Ages Clan Novel Nosferatu - Book 1 of the Dark Ages Clan Novel Saga White Wolf Games Studio

The Vampire the Masquerade Clan Novel Saga is a thirteen-volume masterpiece, presenting the war between the established Camarilla leadership and the growing power of the brutal Sabbat on the East Coast of the United States. Each novel is told from the perspective of one of the thirteen clans, intertwining with the others, and filling in missing pieces artfully as we follow battle after battle, intrigue after intrigue—and the appearance of a strange artifact that falls into the hands of a solitary Toreador sculptor. Clan Novel Giovanni is the tenth novel in the series. Benito Giovanni has vanished. Enter Chas Giovanni Tello, Mob strong-arm and part of the New World Giovanni. Chas finds himself ordered to Las Vegas where he meets the Old World scion of the necromancers' clan, Isabel, who shares his interest in locating the missing Benito. Soon, though, the mismatched pair find themselves embroiled in affairs beyond both of their reckoning. The search for

Benito must take a back seat to the impending clash between sects in Boston. Thereafter, an even greater threat looms—one that surfaces from the family's treacherous past and threatens the very existence of Clan Giovanni. This series is a monumental, 13-novel exploration of the forbidden world of the Kindred. What began in Clan Novel: Toreador continues here, and its ending will determine the fate of every human—and inhuman—being in the world.

Clan Novel White Wolf Games Studio
The Dark Ages Clan Novel Saga is a 13-volume series of novels set in the world of Dark Ages: Vampire, released by White Wolf from 2002 to the end of 2004. The series begins with Dark Ages Clan Novel 1: Nosferatu and ends with Dark Ages Clan Novel 13: Tzimisce. Inspired by the original modern-day Clan Novel Saga for Vampire: The Masquerade, this series begins with the end of the original Vampire: The Dark Ages era and continued into the time-frame of Dark Ages: Vampire. The 13 novels are written from the POV of one clan each during the turbulence that swept through the mortal and Cainite societies of Europe following the fall of Constantinople

in the Fourth Crusade. These novels, unlike the original Clan Novel Series, are chronological, happening one after the other rather than interlocking. Dark Ages Clan Novel #10 Gangrel: The Call of the Beast Deep in the wilds of Livonia, the vampire warlord Qarakh has become a power to be reckoned with. But now the ancient Ventrue Alexander marches toward his lands with undead knights at his side. This ancient Cainite has crushed many before him. Can Qarakh hope to stand where so many have fallen?
A Dozen Black Roses Mystique Press
The Vampire the Masquerade Clan Novel Saga is a thirteen-volume masterpiece, presenting the war between the established Camarilla leadership and the growing power of the brutal Sabbat on the East Coast of the United States. Each novel is told from the perspective of one of the thirteen clans, intertwining with the others, and filling in missing pieces artfully as we follow battle after battle, intrigue after intrigue—and the appearance of a strange artifact that falls into the hands of a solitary Toreador sculptor. Clan Novel Nosferatu is the thirteenth novel in the series. Lowliest and most scorned of

vampires, the Kindred of Clan Nosferatu know better than most the horrors that lie far beneath the streets. Little did Calebros, among the foremost of the brethren, suspect that his clan's suggestion to Victoria Ash of a celebration in Atlanta would be a new beginning for a complex spiral of interlocking events that is completely changing the face of the Kindred world. Calebros must comprehend all this while pursuing his clan's course of vengeance against a desperate and deadly enemy. Meanwhile, a great war between the Camarilla and the Sabbat seems to be coming to another cessation. What is Calebros to make of the fact that it is concluding in New York City, where also resides the Eye of Hazimel, an empowered neonate named Leopold, the sorcerous enemy his clan has sought, and SOMETHING that is lurking beneath the streets? This series is a monumental 13-novel exploration of the forbidden world of the Kindred. What began in *Clan Novel: Toreador* continues here, and its ending will determine the fate of every human-and inhuman-being in the world. *Clan Novel Nosferatu* Crossroad Press From the Bram Stoker Award-winning

author who “pretty much invented the punk vampire thing”: A vampire vigilante is in Deadtown to destroy her own (*Seconds Magazine*). As the convenience store doors close behind him, DeShawn can already hear the sirens. He sprints down the street, clutching his meager haul, but the police are gaining on him. He turns the corner onto a cobblestoned alley and the sirens stop. The police have turned back, and for a moment, DeShawn feels lucky. It doesn't last. A crawling man leaps up from the shadows, wraps his arms around DeShawn's neck, and feeds on his blood. Welcome to Deadtown. A city within a city where the undead roam free, Deadtown is dangerous for humans and vampires alike. As a gang war rages between the old guard and the new, Deadtown's innocents are caught in the crossfire. Only Sonja Blue can save them. A vampire with a sense of justice, she will play both ends against the middle to save Deadtown—or else burn it to the ground. *Clan Novel* Crossroad Press The Vampire the Masquerade Clan Novel Saga is a thirteen-volume masterpiece, presenting the war between the established Camarilla leadership and the

growing power of the brutal Sabbat on the East Coast of the United States. Each novel is told from the perspective of one of the thirteen clans, intertwining with the others, and filling in missing pieces artfully as we follow battle after battle, intrigue after intrigue—and the appearance of a strange artifact that falls into the hands of a solitary Toreador sculptor. *Clan Novel Lasombra* is the sixth in the series. Lucita—vampiric assassin and turncoat childe of the devious Cardinal Moncada—is hunting a Sabbat archbishop, a leader of the sect's East Coast war of conquest. If she succeeds, her mysterious patrons will pay her very well indeed. If she fails... but then, Lucita never fails. The Sabbat Templar Talley—a fearsome killer and sworn protector of the archbishops—is dutybound to stand in her way... if only he could find out which of his charges is her target. Moncada orders Talley to discover who hired Lucita and to stop the prodigal childe without harming her. It is an impossible task... but Talley never fails. Now two of the most ruthless and efficient monsters the clan of shadows has ever spawned are about to face each other in a dance of blood and death. Someone is

about to learn to lose... This series is a monumental 13-novel exploration of the

forbidden world of the Kindred. What began in Clan Novel: Toreador continues here, and its ending will determine the

fate of every human—and inhuman—being in the world.